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### 1 [IRI-h, a Java-based distance education system: architecture and performance](#)

R. Maly, H. Abdel-Wahab, C. Wild, C. M. Overstreet, A. Gupta, A. Abdel-Hamid, S. Ghanem, A. Gonzalez, X. Zhu

 March 2001 **Journal on Educational Resources in Computing (JERIC)**

 Full text available:  pdf(125.76 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We used our Original Interactive Remote Instruction (IRI) system to teach scores of [university](#) classes over the past years at sites up to 300 km apart. While this system is a prototype, its use in real classes allows us to deal with crucial issues in distributed [education](#) instruction systems. We describe our motivation and vision for a reimplementaion of IRI that supports synchronous and asynchronous distance [education](#). This new version, called IRI-h (h for heterogeneous), is coded in [Java](#) ...

**Keywords:** [Java](#), heterogeneity, platform independence

### 2 [Limits of wide-area thin-client computing](#)

Albert Lai, Jason Nieh

 June 2002 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 2002 ACM SIGMETRICS international conference on Measurement and modeling of computer systems**, Volume 30 Issue 1

 Full text available:  pdf(183.10 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

While many application service providers have proposed using thin-client computing to deliver computational services over the [Internet](#), little work has been done to evaluate the effectiveness of thin-client computing in a wide-area [network](#). To assess the potential of thin-client computing in the context of future commodity high-bandwidth [Internet](#) access, we have used a novel, non-invasive slow-motion benchmarking technique to evaluate the performance of several popular thin-client computing plat ...

### 3 [Java resources for computer science instruction](#)

Joseph Bergin, Thomas L. Naps, Constance G. Bland, Stephen J. Hartley, Mark A. Holliday, Pamela B. Lawhead, John Lewis, Myles F. McNally, Christopher H. Nevison, Cheng Ng, George J. Pothering, Tommi Teräsvirta

 October 1998 **ACM SIGCUE Outlook**, Volume 26 Issue 4

 Full text available:  pdf(2.23 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The goal of this working group was to collect, evaluate, and foster the development of resources to serve as components of both new and revised traditional courses that

emphasize object-oriented software development using Java. These courses could, for example, integrate Internet-based distributed programming, concurrency, database programming, graphics and visualization, human interface design and object-oriented development. They could therefore also be suitable as capstone courses in computer ...

#### 4 Java resources for computer science instruction

Joseph Bergin, Thomas L. Naps, Constance G. Bland, Stephen J. Hartley, Mark A. Holliday, Pamela B. Lawhead, John Lewis, Myles F. McNally, Christopher H. Nevison, Cheng Ng, George J. Pothering, Tommi Teräsvirta

December 1998 **Working Group reports of the 3rd annual SIGCSE/SIGCUE ITiCSE conference on Integrating technology into computer science education**

Full text available:  [pdf\(107.98 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

#### 5 Interacting with media: Shared interactive video for teleconferencing

Chunyuan Liao, Qiong Liu, Don Kimber, Patrick Chiu, Jonathan Foote, Lynn Wilcox

November 2003 **Proceedings of the eleventh ACM international conference on Multimedia**

Full text available:  [pdf\(1.33 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We present a system that allows remote and local participants to control devices in a meeting environment using mouse or pen based gestures "through" video windows. Unlike state-of-the-art device control interfaces that require interaction with text commands, buttons, or other artificial symbols, our approach allows users to interact with devices through live video of the environment. This naturally extends our video supported pan/tilt/zoom (PTZ) camera control system, by allowing gestures in vi ...

**Keywords:** collaborative device control, distance learning, gesture based device control, panoramic video, video communication, video conferencing, video enabled device control

#### 6 Java resources for computer science instruction

Joseph Bergin, Thomas L. Naps, Constance G. Bland, Stephen J. Hartley, Mark A. Holliday, Pamela B. Lawhead, John Lewis, Myles F. McNally, Christopher H. Nevison, Cheng Ng, George J. Pothering, Tommi Teräsvirta

December 1998 **ACM SIGCSE Bulletin**, Volume 30 Issue 4


Full text available:  [pdf\(2.29 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

The goal of this working group was to collect, evaluate, and foster the development of resources to serve as components of both new and revised traditional courses that emphasize object-oriented software development using Java. These courses could, for example, integrate Internet-based distributed programming, concurrency, database programming, graphics and visualization, human interface design and object-oriented development. They could therefore also be suitable as capstone courses in computer ...

#### 7 Flexible collaboration transparency: supporting worker independence in replicated application-sharing systems

James Begole, Mary Beth Rosson, Clifford A. Shaffer

June 1999 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 6 Issue 2

Full text available:  [pdf\(312.22 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

This article presents a critique of conventional collaboration transparency systems, also called "application-sharing" systems, which provide the real-time shared use of legacy single-user applications. We find that conventional collaboration transparency systems are inefficient in their use of network resources and lack support for key groupware principles: concurrent work, relaxed WYSIWIS, and group awareness. Next, we present an alternative

approach to implementing collaborat ...

**Keywords:** Flexible JAMM, Java, application sharing, collaboration transparency, computer-supported cooperative work, groupware, usability

8 High-latency, low-bandwidth windowing in the Jupiter collaboration system

David A. Nichols, Pavel Curtis, Michael Dixon, John Lamping

December 1995 **Proceedings of the 8th annual ACM symposium on User interface and software technology**


Full text available:  [pdf\(1.03 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** CSCW, UIMS, groupware toolkits, optimistic currency control, window toolkits

9 The interactive performance of SLIM: a stateless, thin-client architecture

Brian K. Schmidt, Monica S. Lam, J. Duane Northcutt

December 1999 **ACM SIGOPS Operating Systems Review , Proceedings of the seventeenth ACM symposium on Operating systems principles**, Volume 33 Issue 5

Full text available:  [pdf\(1.79 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Taking the concept of thin clients to the limit, this paper proposes that desktop machines should just be simple, stateless I/O devices (display, keyboard, mouse, etc.) that access a shared pool of computational resources over a dedicated interconnection fabric --- much in the same way as a building's telephone services are accessed by a collection of handset devices. The stateless desktop design provides a useful mobility model in which users can transparently resume their work on any desktop c ...

10 PACT 2001 workshops: A middleware component supporting flexible user interaction for networked home appliances

Tatsuo Nakajima

December 2001 **ACM SIGARCH Computer Architecture News**, Volume 29 Issue 5


Full text available:  [pdf\(768.83 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper, we describe a middleware component supporting flexible user interaction for networked home appliances, which is a simple mechanism to fill the gap between traditional user interface systems and advanced user interaction devices. Our system enables us to control appliances in a uniform way at any places, and the system allows us to select suitable input and output devices according to our preferences and situations. Our system has based on the stateless thin-client system, and tran ...

11 Web and e-business application: A Java based XML browser for consumer devices

Petri Vuorimaa, Teemu Ropponen, Niklas von Knorring, Mikko Honkala

March 2002 **Proceedings of the 2002 ACM symposium on Applied computing**

Full text available:  [pdf\(918.25 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Next generation consumer devices will all have an Internet connection. Thus, one vision is that the future multimedia services will be browser based. Extensible Markup Language (XML) is the most likely markup language. In this paper, we introduce a Java based XML browser called X-Smiles. It is intended for consumer devices and supports multimedia services. The main advantage of the X-Smiles browser is that it supports most of the XML related specifications. Different XML based languages can be m ...

**Keywords:** SMIL, SVG, XML, XSL FO, [multimedia](#)

**12** [Using the WWW as the delivery mechanism for interactive, visulaization-based instructional modules: report of the ITiCSE '97 working group on visualization](#)

Thomas Naps, Joseph Bergin, Ricardo Jiménez-Peris, Myles F. McNally, Marta Patiño-Martínez, Viera K. Proulx, Jorma Tarhio

October 1997 **ACM SIGCUE Outlook**, Volume 25 Issue 4

Full text available:  [pdf\(1.57 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Visualization has long been an important pedagogical tool in CS [education](#). The widespread use of the [Web](#) and the introduction of [Java](#), with its ability to present interactive animated applets and other types of animation, all provide opportunities to expand the availability of visualization-based teaching and [learning tools](#). In addition, the [Web](#) introduces new opportunities not available in traditional settings. We start by identifying the types of [learning objectives](#) that can be supported by vis ...

**13** [X-rooms](#)

Karsten Isakovic, Thomas Dudziak, Kai Köchy

February 2002 **Proceeding of the seventh international conference on 3D Web technology**

Full text available:  [pdf\(1.01 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#)

This paper describes **X-Rooms**&153;, a PC-based immersive visualization environment with integrated spatial [audio](#), [video](#) and graphics. The concept is similar to the original CAVE® [1], but it uses a novel web-based visualization system running on top of a PC-cluster with [Windows XP](#) installed. Compared to other common installations based on expensive high-end [unix](#) graphics systems, costs are reduced by up to one magnitude (depending on the installation setup) using of the shelf PC and p ...

**Keywords:** PC CAVE, VRML enhancements, distributed system, user interaction, virtual reality, [web applications](#)

**14** [Computer-supported cooperative work in design: A collaborative platform for fixed and mobile networks](#)

Federico Bergenti, Agostino Poggi, Matteo Somacher

November 2002 **Communications of the ACM**, Volume 45 Issue 11

Full text available:  [pdf\(305.86 KB\)](#)  [html\(29.88 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

C/Webtop: providing users with a means for collaborating while on the move.

**15** [Using mobile code to create ubiquitous augmented reality](#)

Kari J. Kangas, Juha Röning

March 2002 **Wireless Networks**, Volume 8 Issue 2/3

Full text available:  [pdf\(239.77 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Augmented reality systems supplement reality by adding virtual objects into a real-world view. In this article, we describe a flexible mobile code approach for implementing ubiquitous, active, and mobile augmented reality systems. We will concentrate primarily on solving the problem of how to acquire the data for the virtual objects in a way that will be flexible and expandable enough to be used in ubiquitous computing. To clarify the concepts and to illustrate our current research status, we wi ...

**Keywords:** augmented reality, mobile code, mobile computing, ubiquitous computing

### 16 Client-server computing in mobile environments

Jin Jing, Abdelsalam Sumi Helal, Ahmed Elmagarmid  
June 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 2

Full text available:  [pdf\(233.31 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#), [review](#)

Recent advances in wireless data networking and portable information appliances have engendered a new paradigm of computing, called mobile computing, in which users carrying portable devices have access to data and information services regardless of their physical location or movement behavior. In the meantime, research addressing information access in mobile environments has proliferated. In this survey, we provide a concrete framework and categorization of the various way ...

**Keywords:** application adaptation, cache invalidation, caching, client/server, data dissemination, disconnected operation, mobile applications, mobile client/server, mobile computing, mobile data, mobility awareness, survey, system application

### 17 WebSplitter: a unified XML framework for multi-device collaborative Web browsing

Richard Han, Veronique Perret, Mahmoud Naghshineh  
December 2000 **Proceedings of the 2000 ACM conference on Computer supported cooperative work**

Full text available:  [pdf\(200.60 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#)

WebSplitter symbolizes the union of pervasive multi-device computing and collaborative multi-user computing. WebSplitter provides a unified XML framework that enables multi-device and multi-user Web browsing. WebSplitter splits a requested Web page and delivers the appropriate partial view of each page to each user, or more accurately to each user's set of devices. Multiple users can participate in the same browsing session, as in traditional conferencing groupware. Depending on the acc ...

**Keywords:** PDA, XML, co-browsing, collaboration, groupware, middleware, multi-device, partial view, pervasive, proxy, remote control, service discovery, wireless

### 18 VIRTUS: a collaborative multi-user platform

Kurt Saar  
February 1999 **Proceedings of the fourth symposium on Virtual reality modeling language**

Full text available:  [pdf\(4.09 MB\)](#) Additional Information: [full citation](#), [references](#), [citings](#), [index terms](#)

**Keywords:** VRML, VRML event model, architecture construction engineering (ACE), collaborative virtual environment (CVE), computer supported collaborative work (CSCW), dead reckoning, distributed environments, living worlds, multi-user technologies, virtual environments, virtual worlds

### 19 Techniques for obtaining high performance in Java programs

Iffat H. Kazi, Howard H. Chen, Berdenia Stanley, David J. Lilja  
September 2000 **ACM Computing Surveys (CSUR)**, Volume 32 Issue 3

Full text available:  [pdf\(816.13 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#)

This survey describes research directions in techniques to improve the performance of programs written in the Java programming language. The standard technique for Java

execution is interpretation, which provides for extensive portability of programs. A [Java](#) interpreter dynamically executes [Java](#) bytecodes, which comprise the instruction set of the [Java Virtual Machine \(JVM\)](#). Execution [time](#) performance of [Java](#) programs can be improved through compilation, possibly at the expense of portabili ...

**Keywords:** [Java](#), [Java](#) virtual machine, bytecode-to-source translators, direct compilers, dynamic compilation, interpreters, just-in-time compilers

20 [Rapidly building synchronous collaborative applications by direct manipulation](#) 

Guruduth Banavar, Sri Doddapaneni, Kevan Miller, Bodhi Mukherjee

November 1998 **Proceedings of the 1998 ACM conference on [Computer supported cooperative work](#)**

Full text available:  [pdf\(1.08 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** [Java](#) Beans, client-server synchronous collaboration, rapid [application development](#), [software](#) components, visual programming

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